

**AMENDMENTS TO THE CLAIMS**

**This listing of claims will replace all prior versions and listings of claims in the application:**

**LISTING OF CLAIMS:**

1. (Currently amended): A game device comprising:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for ~~selecting~~ user selection of one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

2. (Original): The game device of claim 1, wherein

primary play candidate data stored in the primary play candidate data storage means contains a game data name taken as the primary play candidate data name information and contains game data itself relating to at least part of the game data name.

3. (Original): The game device of claim 2, further comprising

secondary play candidate data deletion means for deleting game data corresponding to primary play candidate data stored in the primary play candidate data storage means and the game data name from the secondary play candidate data storage means.

4. (Original): The game device of claim 2 or claim 3, further comprising

primary play candidate data collective reading means for collectively reading primary play candidate data stored in the primary play candidate data storage means, wherein

the primary play candidate data name display means displays the game data name included as primary play candidate data name information in primary play candidate data collectively read out by the primary play candidate data collective reading means as the primary

play candidate data name to be displayed based on the primary play candidate data name information, and

the play target data acquisition means acquires game data from the primary play candidate data collectively read out by the primary play candidate data collective reading means.

5. (Canceled).

6. (Currently amended): An information storage media storing a program for having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for ~~selecting~~ user selection of one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

7. (Currently amended): A control method for a game device comprising:

a secondary play candidate data storage step of storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data in a non-volatile storage device;

a primary play candidate data name selection step of accepting user selection of one or a plurality of game data names from secondary play candidate data stored in the non-volatile storage device as one or a plurality of primary play candidate names;

a primary play candidate data storage step of storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected in the primary play candidate data name selection step and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names in the non-volatile storage device;

a primary play candidate data name display step for displaying said one or a plurality of primary play candidate data names selected in the primary play candidate data name selection step based on primary play candidate data name information;

a play target data name selection step for accepting selection of one or a plurality of game data names from primary play candidate data names displayed in the primary play candidate data name display step as one or a plurality of play target data names;

a play target data acquisition step for acquiring game data relating to said one or a plurality of play target data names selected in the play target data name selection step as play target data; and

a game control step for controlling a game based on game data acquired in the play target data acquisition step.

8. (Currently amended): A game distribution method for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for ~~selecting~~ user selection of one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name

selection means and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

9. (Currently amended): A game distribution device for distributing a program collectively or divided into parts, said program having a computer to function as:

secondary play candidate data storage means for storing secondary play candidate data containing one or a plurality of game data used in playing a game and a name for the game data;

primary play candidate data name selection means for ~~selecting~~ user selection of one or a plurality of game data names from secondary play candidate data stored in the secondary play candidate data storage means as one or a plurality of primary play candidate data names;

primary play candidate data storage means for storing at least one primary play candidate data file including primary play candidate data name information for displaying said one or a

plurality of primary play candidate data names selected by the primary play candidate data name selection means and user-designated priority and non-priority primary play candidate game data corresponding to said primary play candidate data names;

primary play candidate data name display means for displaying said one or a plurality of primary play candidate data names selected by the primary play candidate data name selection means based on primary play candidate data name information;

play target data name selection means for selecting one or a plurality of game data names from primary play candidate data names displayed by the primary play candidate data name display means as one or a plurality of play target data names;

play target data acquisition means for acquiring game data relating to said one or a plurality of play target data names selected by the play target data name selection means as play target data; and

game control means for controlling a game based on game data acquired by the play target data acquisition means.

10. (New): A game device comprising:

memory for storing at least one primary play candidate data file and secondary play candidate data;

a microprocessor for selecting, based on user input, one or a plurality of game data names from secondary play candidate data stored in memory as one or a plurality of primary play candidate data names, selecting one or a plurality of game data names from primary play candidate data names as one or a plurality of play target data names, and acquiring user-designated priority and non-priority primary play candidate game data corresponding to said

primary play candidate data names as game data relating to said one or a plurality of selected  
play target data names as play target data;

a video display for displaying said one or a plurality of selected primary play candidate  
data names; and

a game controller for controlling a game based on the acquired play target data.

11. (New): The game device according to claim 10, wherein the at least one primary  
play candidate data file comprises primary play candidate data name information for displaying  
said one or a plurality of primary play candidate data names selected by the microprocessor and  
user-designated priority and non-priority primary play candidate game data corresponding to said  
primary play candidate data names.

12. (New): The game device according to claim 10, wherein the secondary play  
candidate data comprises one or a plurality of game data used in playing a game and a name for  
the game data.

13. (New): A game system comprising:  
a microprocessor which controls the game system based on game programs and user  
selected play target data;  
a media player which reads the game programs from readable media in accordance with  
instructions from the microprocessor;  
main memory which stores the game programs read from the media player;



secondary memory which stores user-designated priority and non-priority primary play candidate game data comprising primary play candidate data names and secondary play candidate data comprising secondary play candidate data names; and

a game controller which provides a user interface for selecting a play target data name from the prioritized primary play candidate data names,

wherein play target data related to the play target data name is acquired and the game program is controlled based on the acquired play target data.

14. (New): The game system according to claim 13 further comprising a graphics processing unit which draws a game screen image based on receive data from the microprocessor.

15. (New): The game system according to claim 14 further comprising a video display unit which displays the game screen images created by the graphics processing unit.